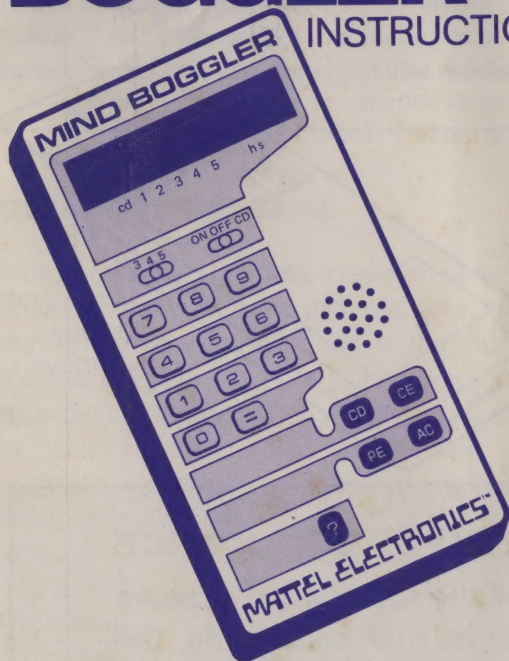


MATTEL ELECTRONICS™

2626-0920(A)

MIND BOGGLER™

INSTRUCTIONS



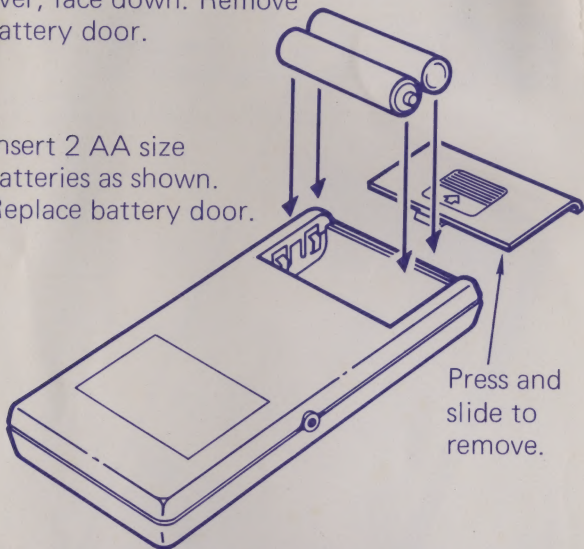
- *Test Your Powers Of Logic*
- *It's You Against The Computer*
- *Fun for One Or More Players*

Mattel, Inc. 1978. Hawthorne, CA 90250.
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HOW TO PUT IN THE BATTERIES

Turn MIND BOGGLER over, face down. Remove battery door.

Insert 2 AA size batteries as shown.
Replace battery door.



IMPORTANT NOTICE

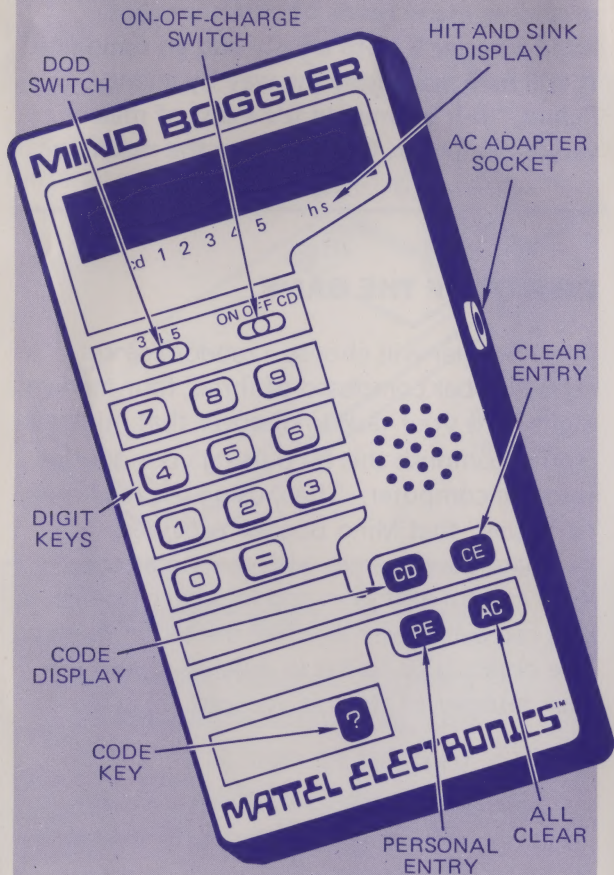
If the scoreboard appears to be malfunctioning, this is the first sign of battery wear. Fresh batteries should solve the problem.

Mind Boggler uses the latest microelectronics to bring you a game that will test and develop your powers of logic while at the same time providing many hours of entertainment. Mind Boggler is both an ally and an opponent. It will help you along the way by giving "clues," but ultimately it's a test of man versus computer. Can you beat the machine?

OBJECT OF THE GAME

Mind Boggler will choose a random secret code number composed of three, four, or five digits. It is your task to discover that number. You accomplish this by putting your guesses into the computer. Then, using the read-outs or "clues" that Mind Boggler provides, compare your guesses with the secret code. With careful attention and logical reasoning, you can eventually discover the secret number. The object is to find it as quickly and in the least number of steps as you can.

SWITCH, KEY AND DISPLAY FUNCTIONS



SWITCH FUNCTIONS

ON-OFF-CH

You start the game by moving this switch to ON. Be sure to switch to OFF when you have finished playing. CH is the "charge" position for recharging the batteries with the AC/DC adaptor.

DOD (Degree of Difficulty)

With this switch you select the number of digits in the secret combination, either 3, 4, or 5 digits.

KEY FUNCTIONS



You press this key so that Mind Boggler will choose the secret code number. The number will automatically "lock" into the computer. It will not be displayed.



TO



Use these Digit Keys to select your own number to match against the secret code number.



After you have entered your own number by using the Digit Keys, you press this "Equals" key to compare your number to the secret code. The answer is displayed at the "h" and "s" positions in the display window.



Code Display—Pressing this key reveals the secret code number in the code display window. You should try to avoid pressing this key until you have discovered the number for yourself.



Clear Entry—This key allows you to change your suggested combination before pressing the  key.



Personal Entry—Allows another player to enter his own secret combination which you try to decode.



All Clear—Clears the circuit before starting a new game.

DISPLAY FUNCTIONS



cd 1 2 3 4 5 h s

E

This symbol will appear over the letters "cd" in the display window to indicate that the circuit has been "loaded" with a secret number.

Thus the **E** will appear immediately after pressing the **?** key.

L

This symbol will appear in place of the **E** once the CD key has been pressed, thus indicating that the secret number has been displayed (and is no longer secret).

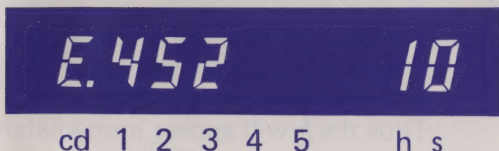
h & s

The clues you need to help you find the secret code number are provided at these positions in the display.

"h"

This indicates the "hits," the digits you have input (or guessed) that are

in the secret number. Thus if the secret number is 123, and you have input the number 452, then after you press the **(=)** key the number 1 will appear over the "h" indicating that you have hit upon one digit (the 2) that appears in the secret number.



"S" This indicates the "sinks," or digits you have input that occur in the secret number **and also occur in the correct position.** Thus if the secret code number is 123 and you have suggested 132, then the number 1 will appear over the letter "s" to indicate that you have scored one "sink" (the number 1 in its correct position).

IMPORTANT

Hits and Sinks are always counted separately. Thus if you have one "h" and one "s" then you have two of the digits in the secret number, with the "h" **correctly guessed but in the wrong position**, and the "s" digit **correctly guessed and also in its correct position**. Looking at the previous example, where the secret number is 123 and your suggested number is 132, we see that we have two "hits" (because the 3 and the 2 are in the secret number but are not in their correct positions), and one "sink" (because the 1 is in the code number and also in its correct position). **Note:** When you have discovered the secret number, the number of sinks in the display will equal the total number of digits in the secret code, with zero hits, because all of your suggested digits will be in their correct positions.

HOW TO PLAY

1. Turn the ON-OFF-CH switch to the ON position.
2. Move the DOD switch to the number corresponding to the number of digits you want to comprise the secret code combination, either 3, 4, or 5 digits.
3. Press the  key. Mind Boggler will now choose a secret code number. The number will not be displayed but the  sign will appear in the display window indicating that the circuit is "loaded" with the secret number.
4. Now start trying to discover the secret number. Enter your own guesses by using the Digit Keys. Your combination will light up on the display a digit at a time. If for any reason you want to change this number before going on to the next step, use the  key which clears the circuit and permits a new entry.
5. Press the  key. Mind Boggler will now compare your entry to the code number and reveal how many digits you have guessed correctly by the information provided over

the h & s letters on the display. Remember, "h" or "hits" are the number of digits in your number that are also in the secret code number but not in their correct position, while "s" or "sinks" are the number of digits in your number that are in the code number and **also in their correct position.**

NOTE:

A number that appears more than once in any combination is counted as one and only one digit each time it appears. Thus, if the secret code is 333, and your suggested entry is 003, you get credit for one digit only (one "sink" in this case).

6. Use your Mind Boggler note pad to record each number entry you make and the corresponding hits and sinks. By keeping track in this way and by using your powers of logical reasoning you should be able to "zero in" on the secret code. As you practice you will learn to solve the secret codes more quickly.
7. When you have discovered and displayed the secret number, the display will show sinks corresponding to the exact number of

digits in the secret code. By checking the number of entries on your note pad, or, if you wish, by noting how much time you needed to solve the code, you can establish standards for yourself by which to improve.

USE OF **PE** KEY

A simple procedure permits two persons to play by sliding switch to ON position or pushing **AC** key. Then player #1 enters his own secret combination by first using the Digit Keys. His number will appear in the display. He then presses the **PE** key which eliminates the number from the display while retaining it in the circuit and lights the **E** symbol for beginning the game. Player #2 then tries to discover the number. The two players then reverse roles.

TAKING CARE OF YOUR MIND BOGGLER

Treat Mind Boggler as you would a good calculator. Don't drop it or leave it outside its case. Avoid getting it wet or dirty. Be sure to turn it off when you are finished playing. Enjoy Mind Boggler!

90 DAY LIMITED WARRANTY

Mattel Electronics warrants to the original consumer purchaser of any of its hand-held electronic games that the product will be free of defects in material or workmanship for 90 days from the date of purchase.

During the 90-day warranty period the game will either be repaired or it will be replaced with a reconditioned model of equivalent quality (at our option) without charge to the purchaser when returned either to the dealer with proof of the date of purchase, or when returned prepaid and insured, with proof of the date of purchase, to Mattel Electronics Repair Center, 5150 Rosecrans Avenue, Hawthorne, California 90250.

Units returned after the 90-day warranty period has expired, will be repaired or replaced with a reconditioned model of equivalent quality (at our option) for a service charge of \$10. Payment must be made by check or money order. This out-of-warranty service will only be available for one year from the date of purchase. All out-of-warranty units must be returned postage prepaid and insured to **MATTEL ELECTRONICS REPAIR CENTER.**

MATTEL ELECTRONICS WILL NOT BE LIABLE FOR LOSS OF USE OF THE PRODUCT OR OTHER INCIDENTAL OR CONSEQUENTIAL COSTS, EXPENSES OR DAMAGES INCURRED BY THE PURCHASER. ANY IMPLIED WARRANTIES ARE LIMITED IN DURATION TO THE 90-DAY PERIOD FROM THE ORIGINAL DATE OF PURCHASE.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the foregoing limitations may not apply to you. This warranty does not cover damage resulting from accident, unreasonable use, neglect, improper service or other causes not arising out of defects in material or workmanship.

HOW TO GET SERVICE FROM THE MATTEL ELECTRONICS REPAIR CENTER ON YOUR ELECTRONIC GAME DURING AND AFTER THE 90-DAY WARRANTY PERIOD

During the 90-Day Warranty Period, you may have a defective game replaced at the dealer from which it was purchased. If, however, during this 90-Day Warranty Period, you

choose to obtain repair or replacement service from the Mattel Electronics Repair Center, please make the following arrangements:

1. Pack the game carefully in the original game box. If the game box is not available, use a good carton with plenty of newspaper, styrofoam or other padding all around and tie it securely.
2. Carefully print on the box or carton the following name and address: MATTEL ELECTRONICS REPAIR CENTER, 5150 ROSECRANS AVENUE, HAWTHORNE, CALIFORNIA 90250. Also don't forget to show your return address.
3. Put parcel post stamps on the package; insure the package; then mail.

After the 90-Day Warranty Period and up to one year from the date of purchase, do all the above plus enclosing your check or money order for \$10.00 as payment for the repair service.

You can use an AC adapter with your Mind Boggler game. If you do, make sure that it meets these specifications:

AC ADAPTER

INPUT: 120 VAC 60 HZ 2W

OUTPUT: 7.9 VDC 50 MA or more

CONNECTOR TIP (+)

3.5 MM MINIATURE TELEPHONE PLUG.
